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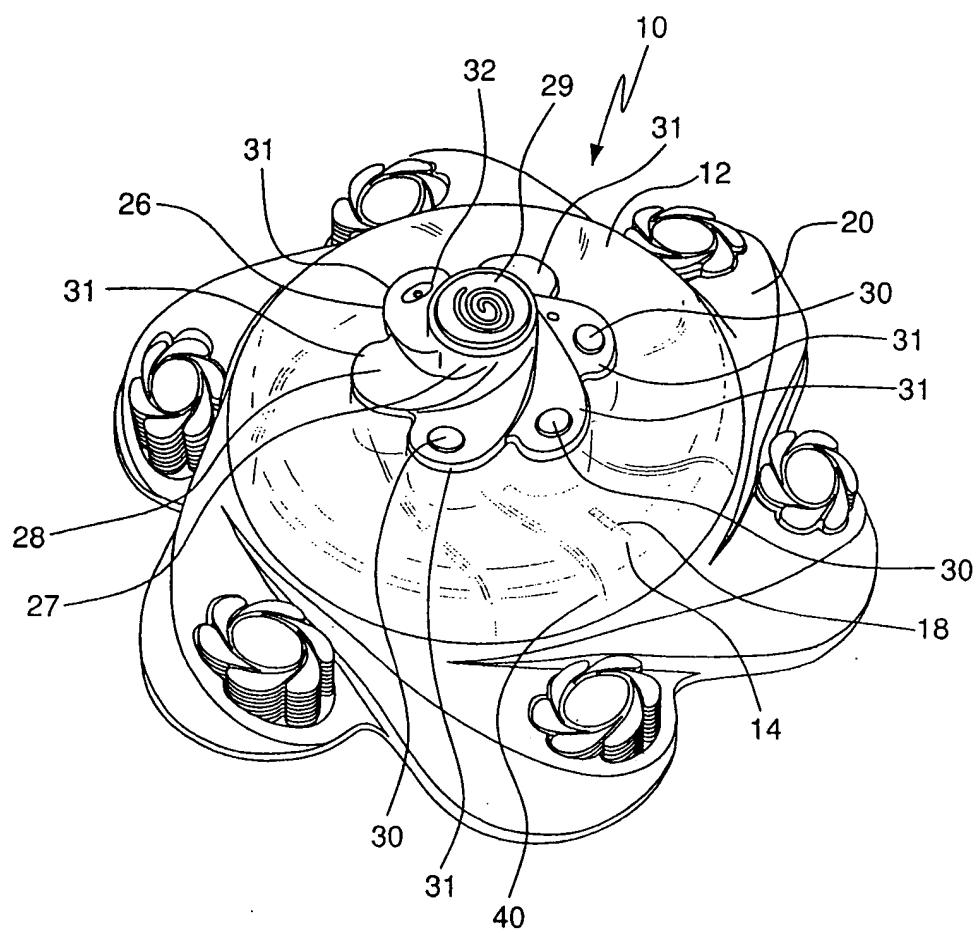


FIG. 1

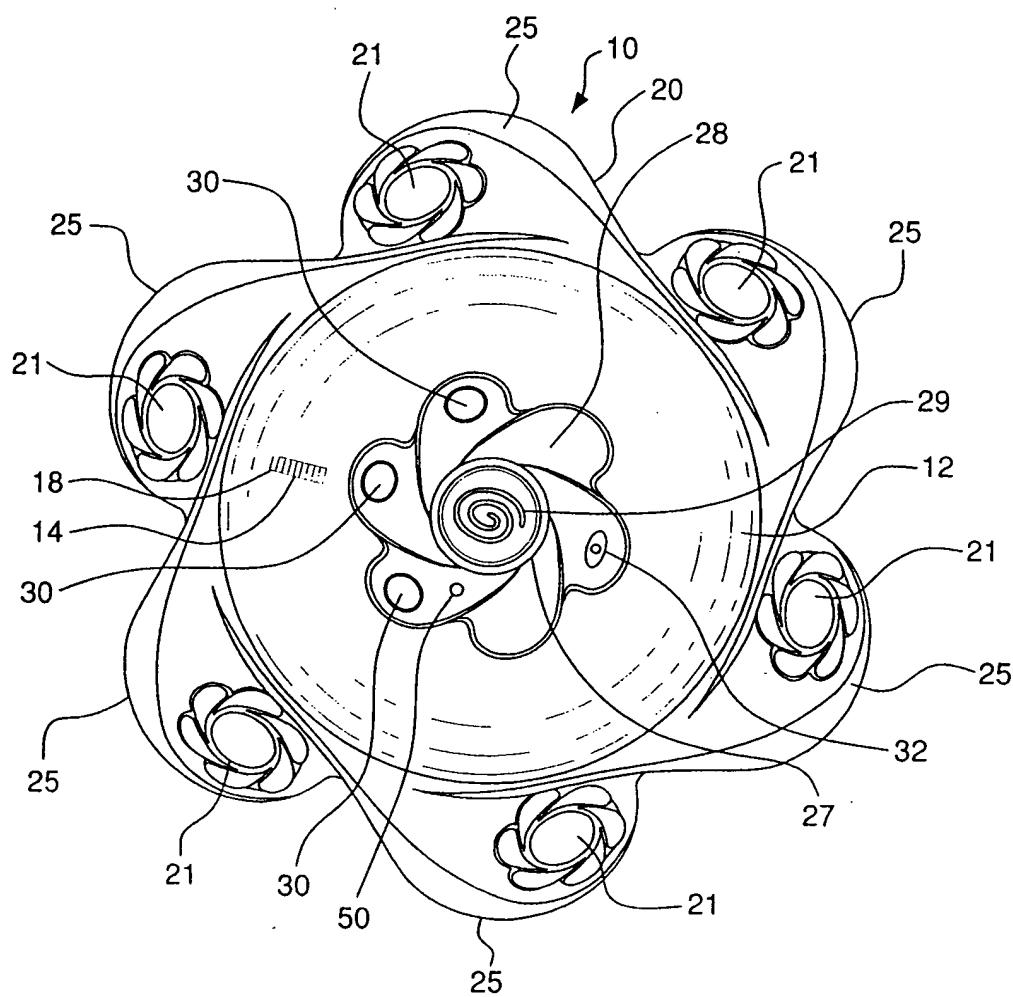


FIG. 2

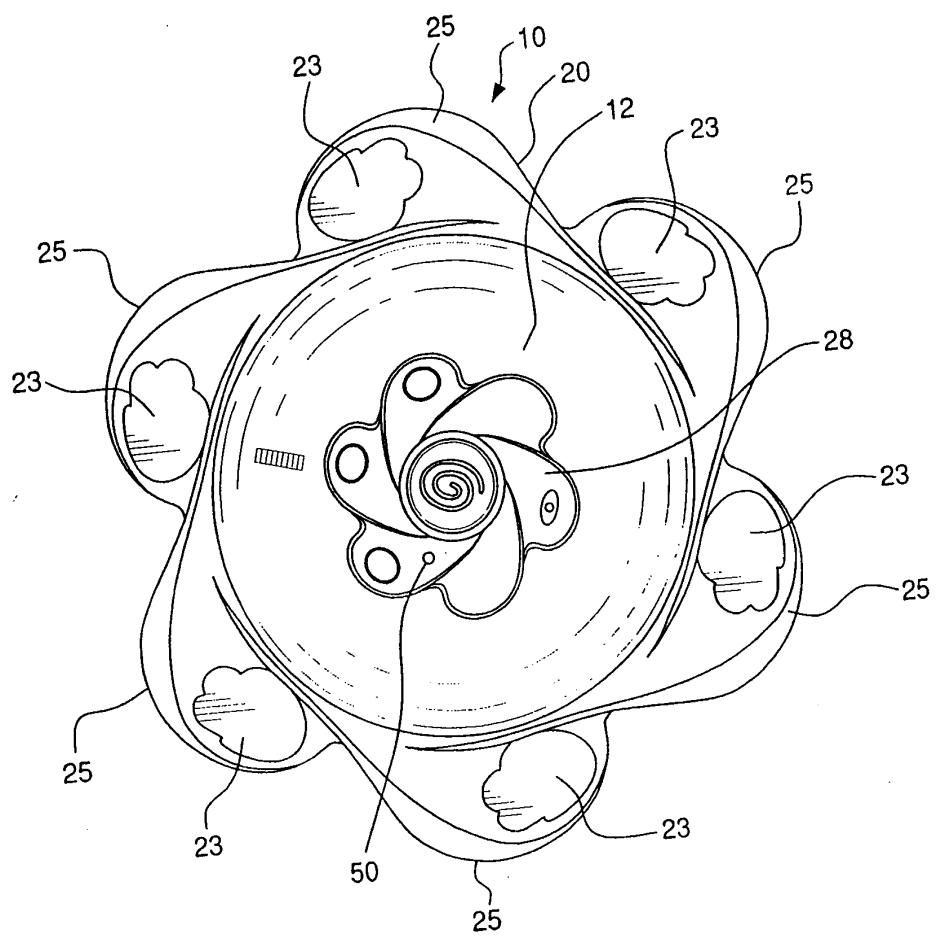


FIG. 3

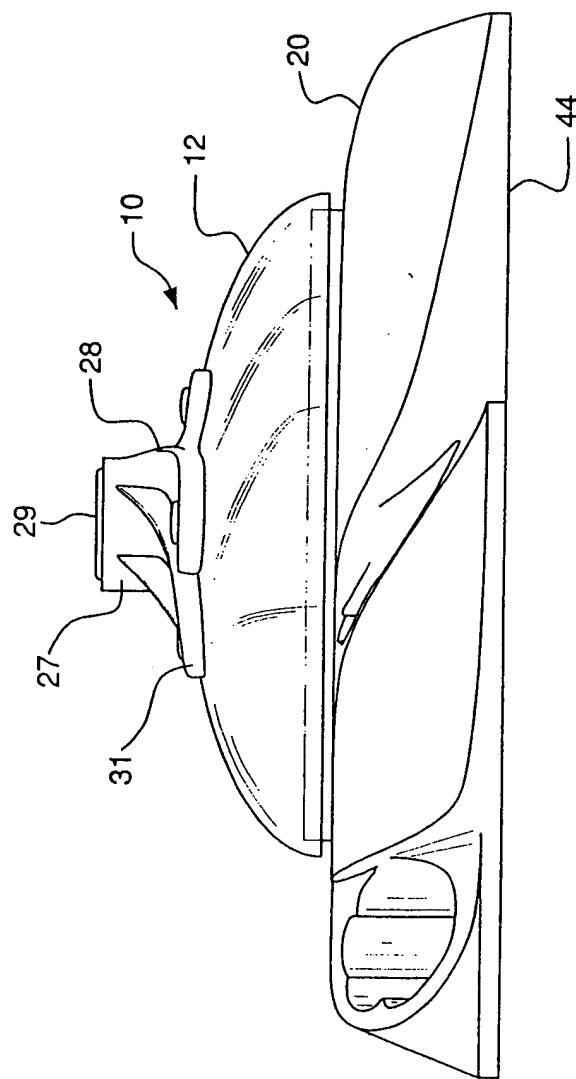


FIG. 4

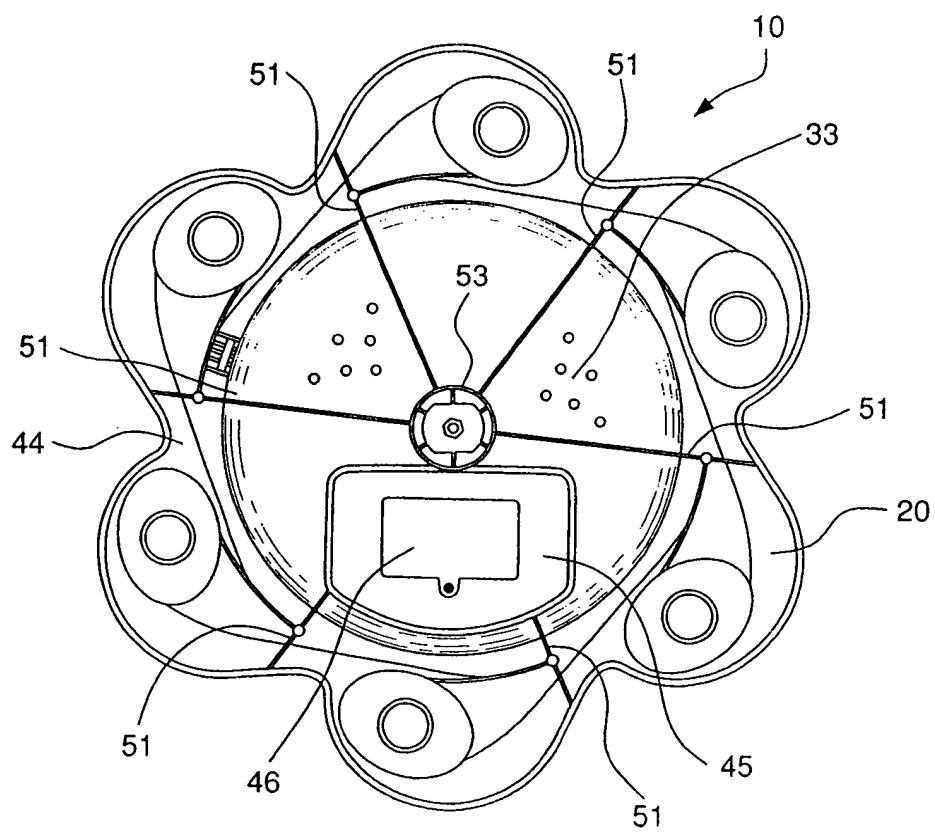


FIG. 5

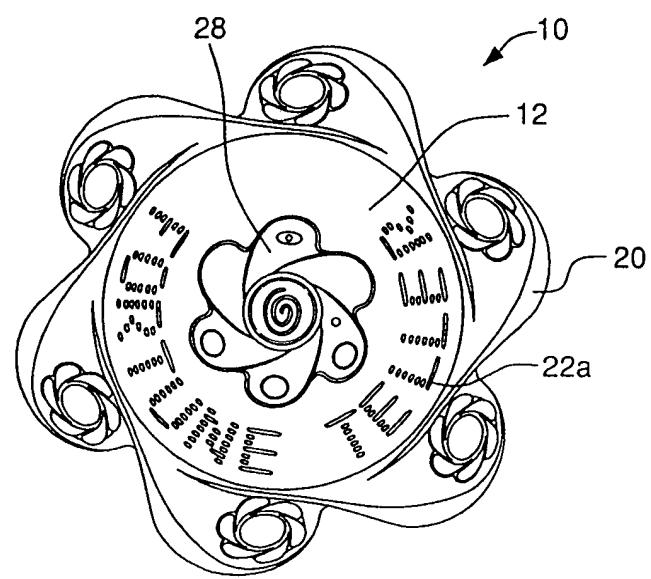


FIG. 6

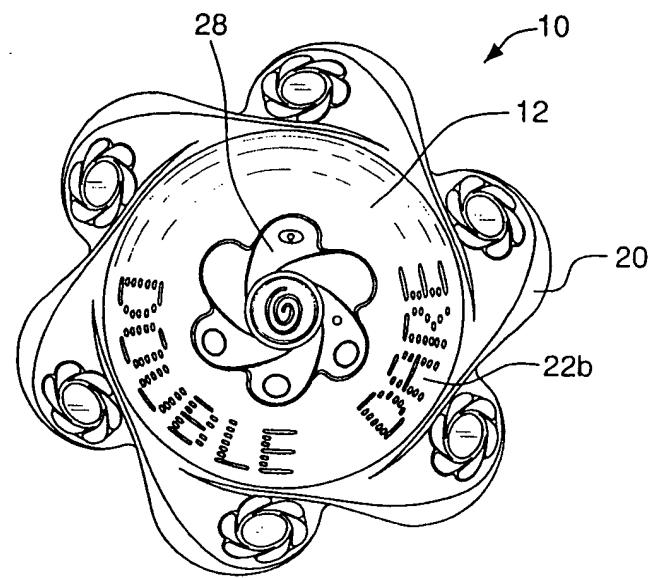


FIG. 7

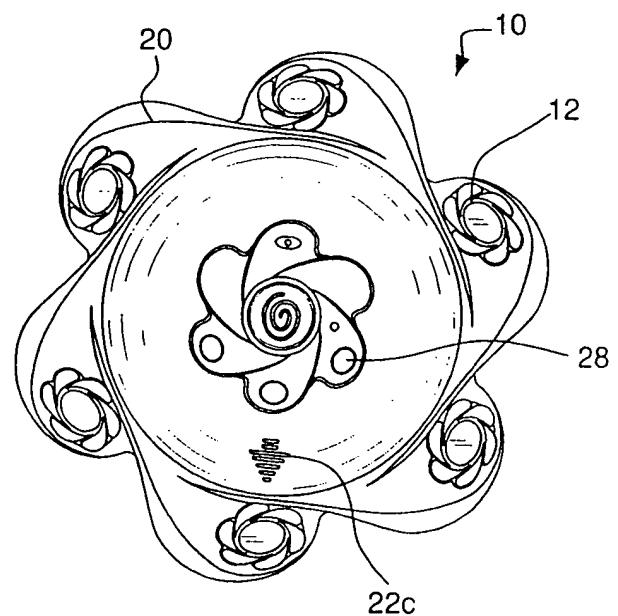


FIG. 8

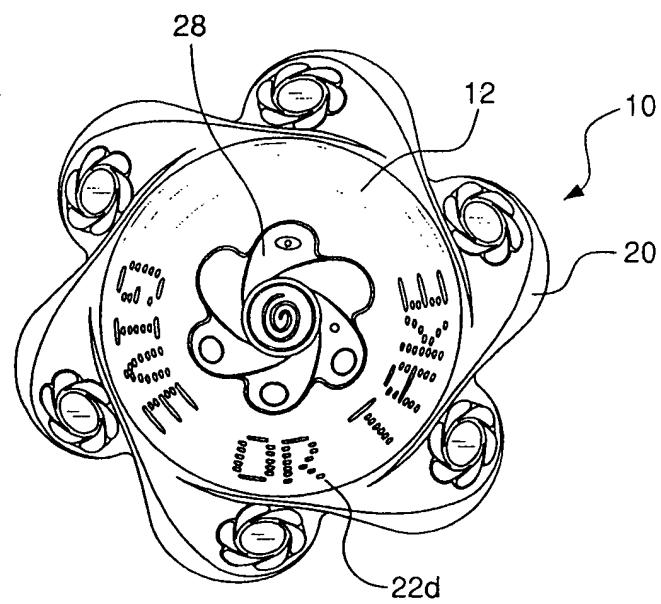


FIG. 9

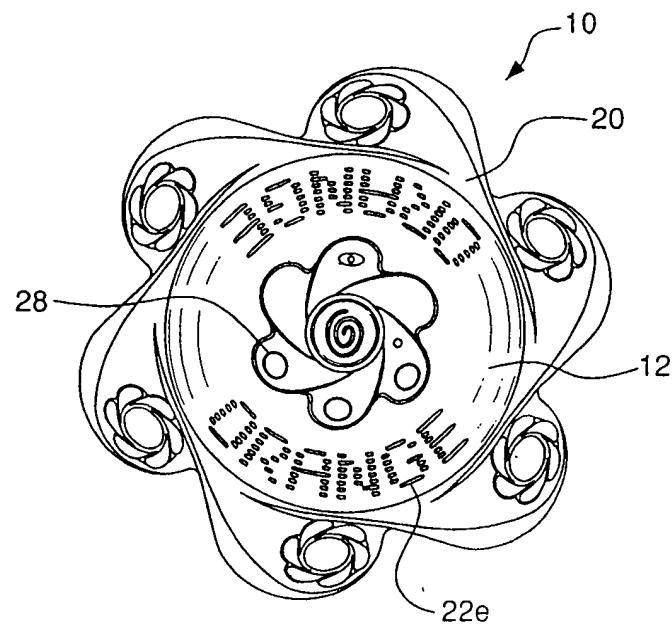


FIG. 10

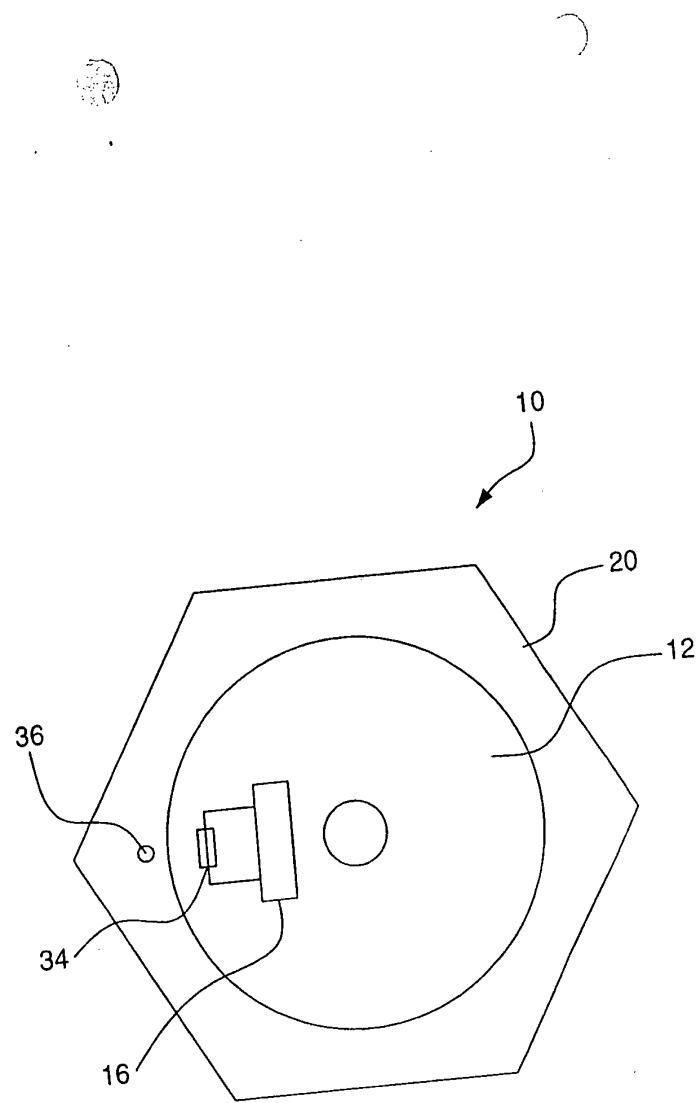


FIG. 11

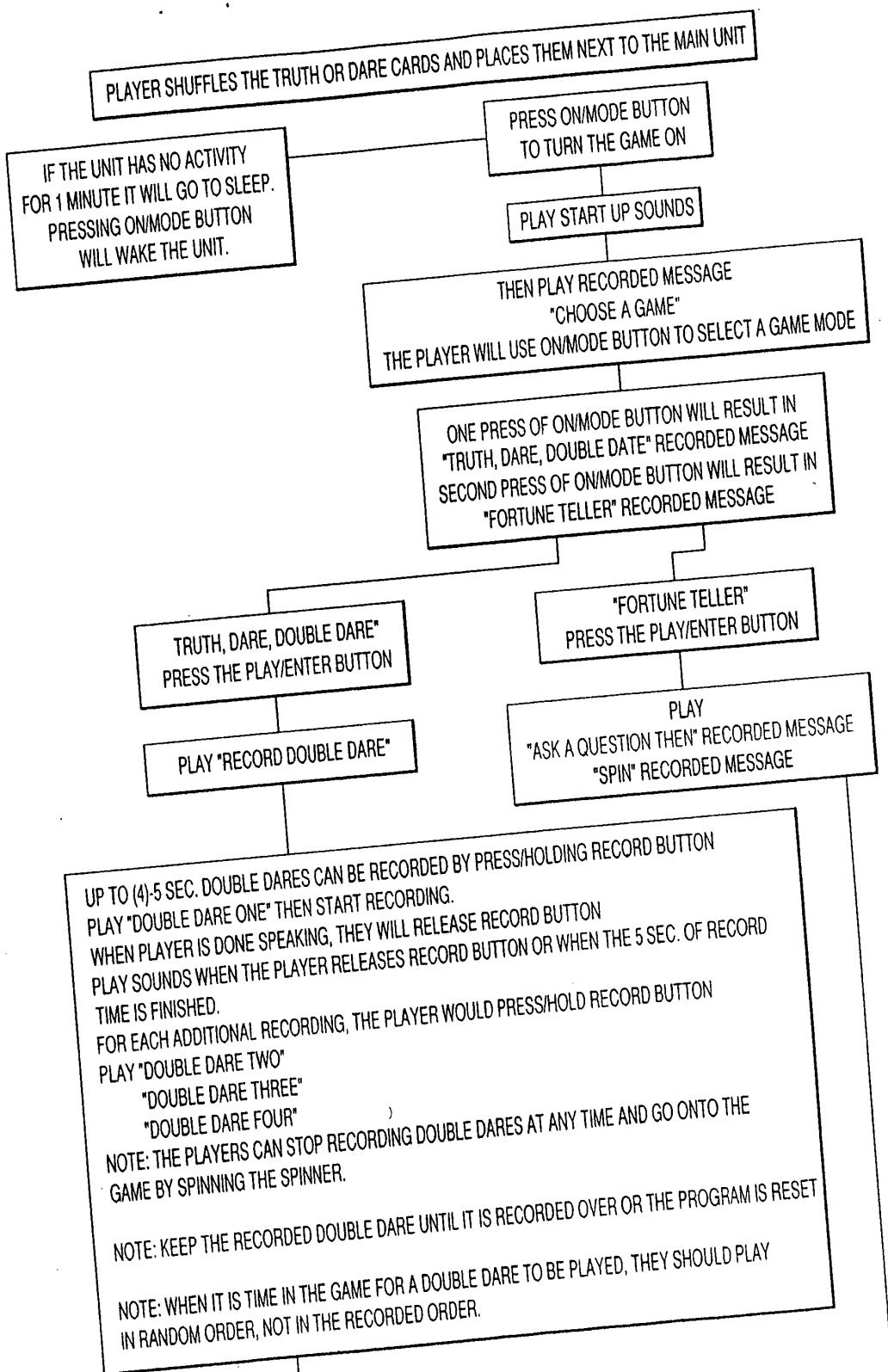


FIG. 12

TO FIG. 13

TO FIG. 13

FIG. 13

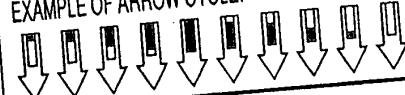
FROM FIG 12

FROM FIG 12

NOTE: DISREGARD (GIVE/TAKE) AND (CATEGORIES) IN THIS MODE

WHEN THE SPINNER STOPS CYCLE THE ARROW
LED'S FROM THE INSIDE OUT. LOOP FOR 3 SEC.

EXAMPLE OF ARROW CYCLE:



THE GAME FLOW REPEATS UNTIL
PLAYER IS FINISHED OR SWITCHES
GAME MODES.

IMPORTANT:

IF AT ANYTIME DURNIG BOTH GAMES THE
PLAYER DOES NOT SPIN THE SPINNER FAST
ENOUGH TO DISPLAY ALL THE TEXT OR IF THE
SPINNER IS SPINNING TOO SLOW TO DISPLAY
THE REMAINING TEXT STOP DISPLAYING
LED'S, STOP CURRENT SOUNDS PLAY
"TRY AGAIN" AND WAIT FOR THE PLAYER TO
SPIN AGAIN. THIS WILL MAKE THEM TRY TO
SPIN THE SPINNER FAST ENOUGH TO SEE ALL
TEXT.

TO LISTEN TO THE MESSAGE THAT WAS JUST
RECORDED PRESS PLAY/ENTER BUTTON.
PRESS PLAY/ENTER BUTTON AGAIN TO HEAR
THE NEXT RECORDING LOOP BACK TO RECORDING
WHEN NECESSARY. IF YOU DONT LIKE THE
RECORDING THAT WAS JUST PLAYED THEN
PRESS/HOLD RECORD BUTTON+PLAY/ENTER BUTTON
TO RE-RECORD.

AFTER THE DOUBLE DARES ARE RECORDED PLAY
RECORDED MESSAGE "SPIN!"

WHOEVER IS FIRST (DETERMINED BY PLAYERS)
WILL SPIN AROUND. LOOP SOUND FOR 4 SEC.
IF A PLAYER DOES NOT SPIN THE SPINNER AFTER
5 SECONDS PLAY.

DISPLAY TRUTH OR DARE "INTRO PATTERN"
AND PLAY RECORDED MESSAGE "SPIN"

THEN RANDOMLY DISPLAY ONE OF THE MESSAGES WITH THE LED'S
FOR 4SEC. ON BOTH SIDES OF THE SPINNER.

- (GIVE)
- (TAKE)
- (GIVE OR TAKE)

IF, (TAKE) IS DISPLAYED THEN THE PLAYER NEEDS TO DO WHAT IS SELECTED.

IF, (GIVE) IS DISPLAYED THEN THE PLAYERCAN SELECT SOMEONE ELSE
TO DO WHAT IS SELECTED.

IF, (GIVE OR TAKE) IS DISPLAYED THE PLAYER GETS TO DECIDE IF THEY
TAKE OR GIVE WHAT IS SELECTED.

TO FIG 14

FROM FIG 13

CATEGORIES

THEN RANDOMLY DISPLAY ONE OF THE MESSAGES WITH THE LED'S FOR ANOTHER 4 SEC. THIS WILL SHOW WHICH CATEGORY THE TRUTH OR DARE WILL COME FROM.

CATEGORIES

1. (ORANGE) - PHYSICAL
2. (GREEN) - GROSS
3. (PURPLE) - PREDICTION
4. (PINK) - PERFORMANCE
5. (BLUE) - KNOW IT ALL
6. (WILD) - PLAYERS CHOICE

NOTE: IF DOUBLE DARE IS DISPLAYED DO NOT DISPLAY ANY CATEGORIES

FIG. 14

THEN RANDOMLY DISPLAY ONE OF THE TEXT MESSAGES TWICE WITH THE LED'S FOR ANOTHER 4 SEC. SAME AS ABOVE.

- (TRUTH)
- (DARE)
- (DOUBLE DARE)
- (TRUTH OR DARE) - PLAYERS CHOICE BETWEEN TRUTH OR DARE.

FOLLOW DOUBLE DARE TEXT MESSAGE WITH THE COORDINATING LOOP FOR 4 SEC.

(TRUTH)

(DARE)

(DOUBLE DARE)

PLAYER PICKS A CARD AND READS THE CARD'S INSTRUCTIONS OUT LOUD

THE PLAYER PRESSES DD PLAY BUTTON RANDOMLY PLAY ONE OF THE PREVIOUSLYRECORDED DOUBLE DARES

THE OTHER PLAYERS WILL EVALUATE IF THE PLAYER DOES THE DARE/DOUBLE DARE CORRECTLY. IF THE DARE OR DD IS COMPLETED SUCCESSFULLY THE OTHER PLAYER WILL EARN A CHIP FROM THAT CATEGORY AND PLAY WILL CONTINUE WITH ANOTHER PLAYER SPINNING.

TO FIG 15

TO FIG 15

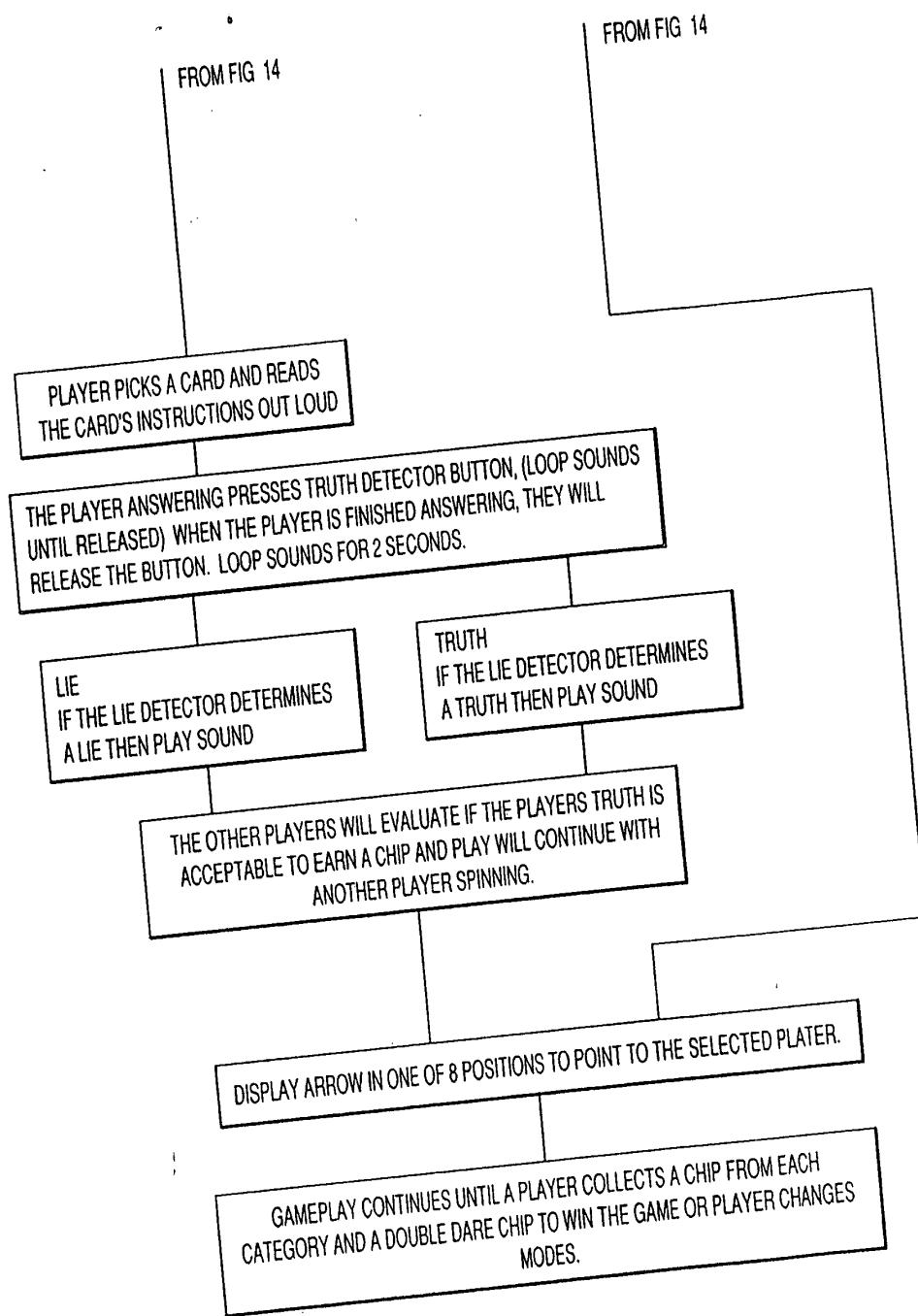


FIG. 15